FITTER

TAITO
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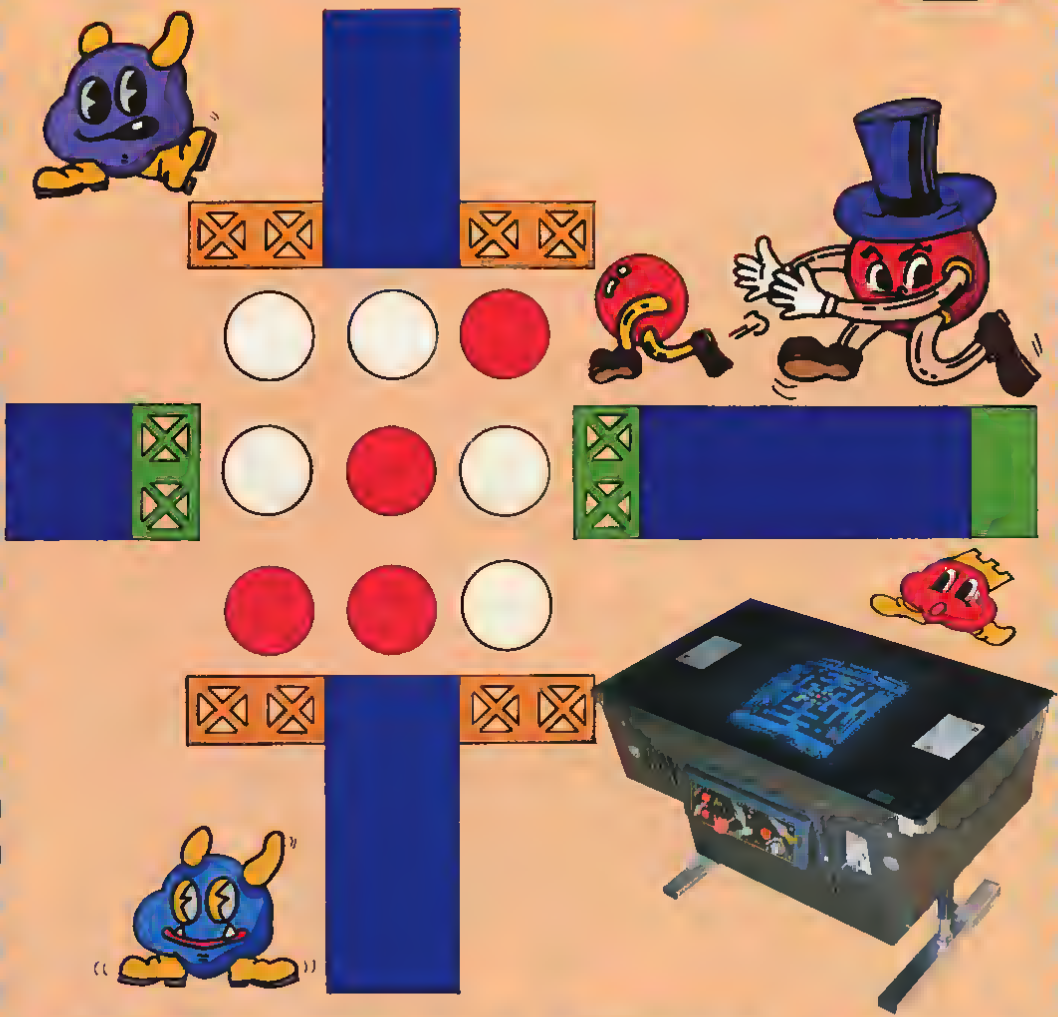

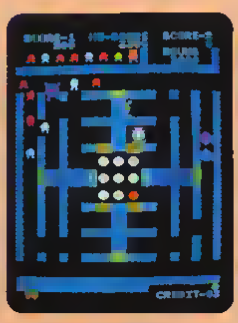

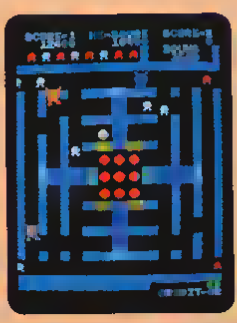

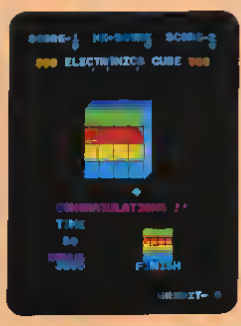

FITTER™

TAITO introduces "FITTER", a full-color, 1 or 2-player maze game designed to add variety to the current bombardment of space adventure games. FITTER is an action-packed game in a 2-part design that will attract and hold player interest time and time again.

Play Features

The object of the game is for the player to maneuver his white robot in 1 of 4 directions within a maze, capture a red character robot as they move about the maze, and race to the center to change the 9 white balls located there to red. The player may only change one white ball to red at a time after he has captured a red robot, and must evade 4 chaser monsters in the process.

Bonus points may be earned when capturing the elusive "red king" that appears on the screen. Capture him and momentarily immobilize the chasers, but do not come in contact with the yellow robots—or your much-needed red robots will be change to white and force you to change strategy.

Play becomes progressively more difficult; monster actions speed up when too much time is lost and at times the passageways to the 9-ball area close to prevent your entrance. The player must pay close attention to the direction used in entering the 9-ball area—for he may change an existing red ball back to white and lose precious time.

Play is over when the chasers have captured all of the player's robots. But, should the player be successful in changing all of the balls in the center to red, the pattern clears and a different challenge is presented.

A 3x3 or 4x4 tri-colored pattern will appear at bottom screen and a slightly different tri-colored cube of corresponding size will appear at center screen. The player may earn bonus points by moving the directional arrow and rearranging the colors of the cube at center screen to match the sample pattern presented at the bottom of the screen. The player is given 90 seconds to rearrange the cube as many times as he can. Higher points are awarded for each successful cube rearrangement.

Action returns to the maze whether you win or lose the cube challenge. All in all, an exciting and challenging game where patience and skill are required.

Another new game from TAITO—"the 'SPACE INVADERS' people".

SPECIFICATIONS...

	Height	Width	Depth	Weight
Upright	69inches(1755mm)	24¼inches(615mm)	29½inches(745mm)	214 lbs(97kg)
TT-20 inch	25½inches(650mm)	35½inches(900mm)	31½inches(800mm)	155 lbs(70kg)
TT-14 inch	25½inches(650mm)	34 inches(865mm)	22½inches(565mm)	128 lbs(58kg)

TAITO TAITRONICS

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